

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1-28 (Canceled)

29. (Currently Amended) An arm joint wrinkle displaying method which displays ~~object~~ an object with arm joint wrinkle ~~one or more of arm joint wrinkles~~ on ~~display~~ a display, wherein said method comprising the steps of: retrieving ~~image~~ an image of said object from ~~data storage area~~ a data storage area, and displaying said image of said object on said display, wherein said object comprises ~~arm~~ an arm, said arm comprises ~~upper arm~~ an upper arm, ~~lower arm~~ a lower arm, and ~~arm joint~~ an arm joint, said upper arm and said lower arm are connected by said arm joint, ~~arm joint angle value~~ an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable, and when said arm joint angle value indicates ~~1st value~~ a 1st value, ~~a 1st length of wrinkle image~~ a wrinkle image of a 1st length which indicates ~~image~~ an image of a wrinkle of a certain length is displayed on or near said arm joint, and when said arm joint angle value indicates ~~2nd value~~ a 2nd value, ~~a 2nd length of said wrinkle image~~ of a 2nd length which indicates ~~image of wrinkle is~~ image of wrinkle shorter than said 1st length of wrinkle image is displayed on or near said arm joint, wherein said 2nd value is ~~value higher~~ larger than said 1st value.

30. (Currently Amended) An arm joint wrinkle displaying method which displays ~~object~~ an object with ~~arm joint wrinkle~~ one or more of arm joint wrinkles on ~~display~~ a display, wherein said method comprising the steps of: retrieving ~~image~~ an image of said object from ~~data storage area~~ a data storage area, and displaying said image of said object on said display, wherein said object comprises ~~arm~~ an arm, said arm comprises ~~upper arm~~ an upper arm, ~~lower arm~~ a lower arm, and ~~arm joint~~ an arm joint, said upper arm and said lower arm are connected by said arm joint, ~~arm joint angle value~~ an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable, and when said arm joint angle value indicates ~~1st value~~ a 1st value, a 1st amount of ~~wrinkle image~~ said one or more of arm joint wrinkles is displayed on or near said arm joint, said 1st amount of ~~wrinkle image~~ is an integral ~~a whole~~ a whole number, and when said arm joint angle value indicates ~~2nd value~~ a 2nd value, a 2nd amount of ~~wrinkle image~~ said one or more of arm joint wrinkles is displayed on or near said arm joint, said 2nd amount of ~~wrinkle image~~ is an integral ~~a whole~~ a whole number, wherein said 2nd value is ~~value higher~~ larger than said 1st value and said 2nd amount of ~~wrinkle image~~ is smaller compared to ~~than~~ said 1st amount of ~~wrinkle image~~.

31. (Currently Amended) An arm joint wrinkle displaying method which displays ~~object~~ an object with ~~arm joint wrinkle~~ one or more of arm joint wrinkles on ~~display~~ a display, wherein said method comprising the steps of: retrieving ~~image~~ an image of said object from ~~data storage area~~ a data storage area, and displaying said image of said object on said display, wherein said object

~~comprises arm~~ an arm, said arm comprises ~~upper arm~~ an upper arm, ~~lower arm~~ a lower arm, and ~~arm joint~~ an arm joint, said upper arm and said lower arm are connected by said arm joint, ~~arm joint angle value~~ an arm joint angle value which indicates the angle created by said upper arm and said lower arm at said arm joint is variable, and when said arm joint angle value indicates ~~1st value~~ a 1st value, ~~a 1st length of wrinkle image~~ a wrinkle image of a 1st length which indicates ~~image~~ an image of wrinkle ~~a wrinkle~~ of a certain length is displayed on or near said arm joint and a 1st amount of ~~wrinkle image~~ said one or more of arm joint wrinkles is displayed on or near said arm joint, said 1st amount of ~~wrinkle image~~ is an integral ~~a whole number which includes the number of said wrinkle image of said 1st length~~ a whole number which includes the number of said wrinkle image of said 1st length, and when said arm joint angle value indicates ~~2nd value~~ a 2nd value, ~~a 2nd length of wrinkle image~~ a wrinkle image of a 2nd length which indicates ~~image of wrinkle is~~ image of wrinkle ~~is~~ is shorter than said 1st length of wrinkle image is displayed on or near said arm joint and a 2nd amount of ~~wrinkle image~~ said one or more of arm joint wrinkles is displayed on or near said arm joint, said 2nd amount of ~~wrinkle image~~ is an integral ~~a whole number which includes the number of said wrinkle image of said 2nd length~~ a whole number which includes the number of said wrinkle image of said 2nd length, wherein said 2nd value is ~~value~~ value higher ~~larger~~ larger than said 1st value and said 2nd amount of ~~wrinkle image~~ is smaller ~~compared to~~ than said 1st amount of ~~wrinkle image~~.

32. (New) The arm joint wrinkle displaying method of claim 29, wherein said one or more of arm joint wrinkles is/are produced by utilizing a texture mapping method.

33. (New) The arm joint wrinkle displaying method of claim 29, wherein said one or more of arm joint wrinkles is/are displayed by utilizing light colors and dark colors.

34. (New) The arm joint wrinkle displaying method of claim 29, wherein said one or more of arm joint wrinkles indicate one or more of wrinkles generated on a fabric.

35. (New) The arm joint wrinkle displaying method of claim 29, wherein said one or more of arm joint wrinkles is/are not displayed when said arm joint angle value indicates a 3rd value.

36. (New) The arm joint wrinkle displaying method of claim 29, wherein the height of said one or more of arm joint wrinkles vary in accordance with said arm joint angle value.

37. (New) The arm joint wrinkle displaying method of claim 30, wherein said one or more of arm joint wrinkles is/are produced by utilizing a texture mapping method.

38. (New) The arm joint wrinkle displaying method of claim 30, wherein said one or more of arm joint wrinkles is/are displayed by utilizing light colors and dark colors.

39. (New) The arm joint wrinkle displaying method of claim 30, wherein said one or more of arm joint wrinkles indicate one or more of wrinkles generated on a fabric.

40. (New) The arm joint wrinkle displaying method of claim 30, wherein said one or more of arm joint wrinkles is/are not displayed when said arm joint angle value indicates a 3rd value.

41. (New) The arm joint wrinkle displaying method of claim 30, wherein the height of said one or more of arm joint wrinkles vary in accordance with said arm joint angle value.

42. (New) The arm joint wrinkle displaying method of claim 31, wherein said one or more of arm joint wrinkles is/are produced by utilizing a texture mapping method.

43. (New) The arm joint wrinkle displaying method of claim 31, wherein said one or more of arm joint wrinkles is/are displayed by utilizing light colors and dark colors.

44. (New) The arm joint wrinkle displaying method of claim 31, wherein said one or more of arm joint wrinkles indicate one or more of wrinkles generated on a fabric.

45. (New) The arm joint wrinkle displaying method of claim 31, wherein said one or more of arm joint wrinkles is/are not displayed when said arm joint angle value indicates a 3rd value.

46. (New) The arm joint wrinkle displaying method of claim 31, wherein the height of said one or more of arm joint wrinkles vary in accordance with said arm joint angle value.